

## **CLAIMS**

Claims 1-8 (cancelled)

9. (previously presented) The video game apparatus of claim 15, further comprising a switching system structured to allow a user to select which of the plurality of different video game systems are to be operated.

Claims 10-14 (cancelled)

15. (previously presented) A video game apparatus, comprising,  
a housing having a support for a video monitor therein; and  
a control module communicating with the video monitor and comprising an arcade control for a video game, the control module structured to be compatible for use with a plurality of different video game systems.

Claims 16-20 (cancelled)

21. (previously presented) The apparatus according to claim 26 further comprising a switch device to selectively switch between different video game systems, wherein wireless transmission associated with each prospective game system will not interfere with transmission of other game systems.

22. (previously presented) A video game control system comprising;

at least one controller; and

a control device interconnected to the controller, by which operation of the video game control system may be controlled to play selectively from at least two different video game systems.

23. (previously presented) The video game control system of claim 22, where the at least two different video game systems is selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.

24. (previously presented) The video game apparatus of claim 15, where the plurality of different game systems is selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.

25. (previously presented) The video game apparatus of claim 15, where the arcade control comprises at least one element selected from the group consisting of: a button, a joy stick, and a combination of two or more thereof.

26. (previously presented) An apparatus, comprising:

a control module comprising an arcade control, the control module structured to be compatible for use with a plurality of different game systems.

27. (previously presented) The apparatus of claim 26, where the plurality of different game systems is selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.

28. (previously presented) The apparatus of claim 26, where the arcade control comprises at least one element selected from the group consisting of: a button, a joy stick, and a combination of two or more thereof.

29. (previously presented) The apparatus of claim 26, where the control module communicates wirelessly with the plurality of video game systems, and the wireless communication is accomplished by an element selected from the group consisting of: a radio frequency (RF) transmitter and receiver, and an infrared (IR) transmitter and receiver.

30. (previously presented) An apparatus, comprising:

a control module comprising an arcade control for a video game, the control module structured to be compatible for use with a plurality of video game systems selected from the group consisting of: a MICROSOFT XBOX, a SONY PLAYSTATION, a PC-based computer system, a MACINTOSH computer system, and a combination of two or more thereof.

31. (previously presented) The apparatus of claim 30, where the arcade control comprises at least one element selected from the group consisting of: a button, a joy stick, and a combination of two or more thereof.

32. (previously presented) The apparatus of claim 30, where the control module communicates wirelessly with the plurality of video game systems.